Katrina Kate Dianne D. Punay ***Educational Technology I*** BSEd-Eng2 July 05, 2012

I am going to make my future students play a game in which they can practice three of the 21st century skills, namely: (1) Self-Direction; (2) Interpersonal and Collaborative Skills; and, (3) Social Responsibility.

Since I will be an English teacher, the best game I could think of that will also apply to this project is the ***“Pass the Message”*** game I also experienced playing when I was still in grade school and high school.

Assuming there are fifty students in the classroom, I am going to divide the class into five groups having ten members each. First, they will make a line according to their group number. Then, I will gather the first students on the line from every group. After making sure all five students have memorized the message, they will go to their respective areas and whisper to the member that follows them. Before moving on to the next, one must make sure that he or she got the words right, because speed will not be part of the criteria of the game. It will not matter who finished faster. The winning group will be based on how accurate the words will be delivered by the last member.

Before any 21st century skill gets into the picture, to be obviously evident in the game is *Self-direction*, simply because a student cannot simply pass on to the others what right words, phrases, and sentence/s need to be passed on if one is not attending to his or her own understanding and learning needs—in this case with the individual’s undivided attention and sharp memory to function at its best—that is basically required.

*Interpersonal and Collaborative Skills* is the next to be focused on in this activity, since teamwork is vitality for any group to win. One member will need to trust the group mate he or she will be listening to and getting the message from. For the team to be productive, the students should know that they need each other. Therefore, they should work together.

Lastly but most importantly, *Social Responsibility* is what defines the whole group at the end of the game. Because they are in a group, they can value in mind more significantly that it entails them greater responsibility. One’s mistake or carelessness may ruin all the other members’ efforts. It teaches them not to just think of themselves, but think of the benefit of the group, as a whole.

The ***“Pass the Message”*** game is not a difficult activity to present to learners. In fact, it is far from complexity. But even so, it has the needed skills of the 21st century—and for those to be harnessed and developed in the youth is the very purpose of every class activity.